

Take off...

Take aim...

Take 'em out.

- Heart-pounding space combat action!
- Stunning sci-fi special effects!
- Starring Mark Hamill...as you!

# WING COMMANDER®

THE PRICE OF FREEDOM™

ORIGIN SYSTEMS, Inc. Electronic Arts Company, 5910 W. Courtyard Dr. Austin, TX 78726  
©1997 ORIGIN SYSTEMS, Inc. Electronic Arts Company. All rights reserved. 782405  
Price of Freedom is a trademark of Origin Systems, Inc. All rights reserved. 782405  
Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc. The console logo is a trademark of the Interactive Digital Software Association. Manufactured and printed in U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC-U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

[freegamemanuals.com](http://freegamemanuals.com)

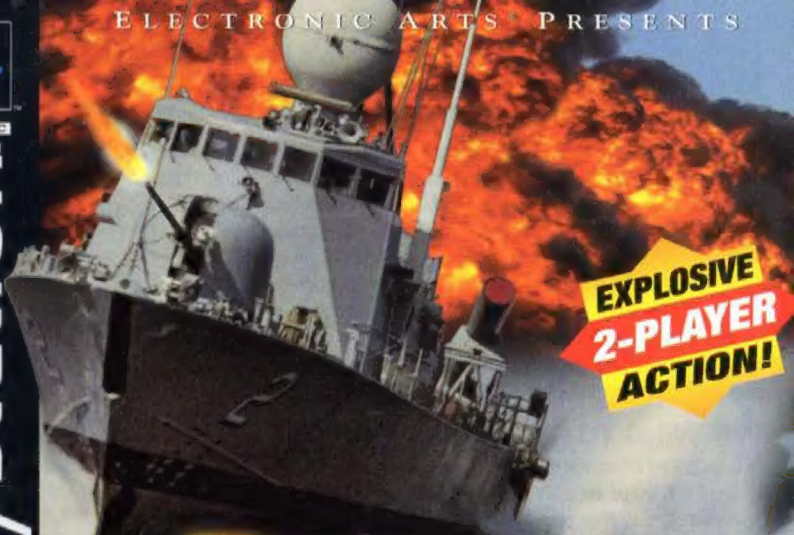


NTSC-U/C

PlayStation



ELECTRONIC ARTS PRESENTS



**EXPLOSIVE  
2-PLAYER  
ACTION!**

# BATTLE STATIONS



ELECTRONIC ARTS

## **WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

## **HANDLING YOUR PLAYSTATION DISC:**

- ☛ This compact disc is intended for use only with the PlayStation game console.
- ☛ Do not bend it, crush it, or submerge it in liquids.
- ☛ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ☛ Be sure to take an occasional rest break during extended play.
- ☛ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

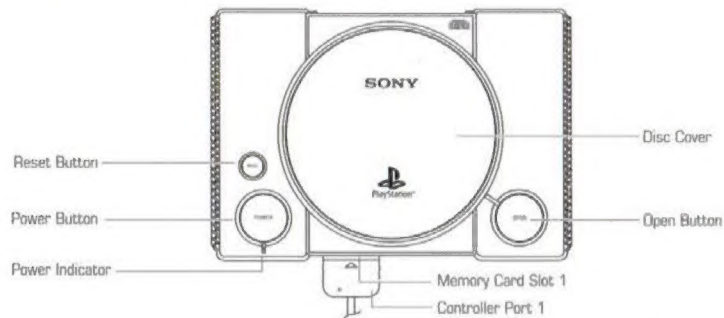
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

## **CONTENTS**

<b>STARTING THE GAME</b> .....	<b>2</b>
<b>CONTROL SUMMARY</b> .....	<b>3</b>
<b>THIS IS BATTLESTATIONS</b> .....	<b>5</b>
<b>QUICK START</b> .....	<b>5</b>
<b>STRATEGIC MAP</b> .....	<b>6</b>
Ship Select Overlay .....	6
Controlling a Ship Icon .....	7
Land-Based Structures .....	9
Mission Debriefing .....	9
<b>TACTICAL COMBAT</b> .....	<b>10</b>
At The Helm .....	11
In The Turret .....	11
From The Home Harbor .....	12
Strength Meter .....	12
<b>ARCADE</b> .....	<b>13</b>
Commission Points .....	14
<b>CAMPAIGN</b> .....	<b>14</b>
<b>WAR GAMES</b> .....	<b>16</b>
<b>FLEET SELECT</b> .....	<b>18</b>
<b>THE SCUTTLEBUTT</b> .....	<b>20</b>
Fleet Data .....	20
<b>OPTIONS</b> .....	<b>26</b>
<b>PAUSE/EXIT A GAME</b> .....	<b>26</b>

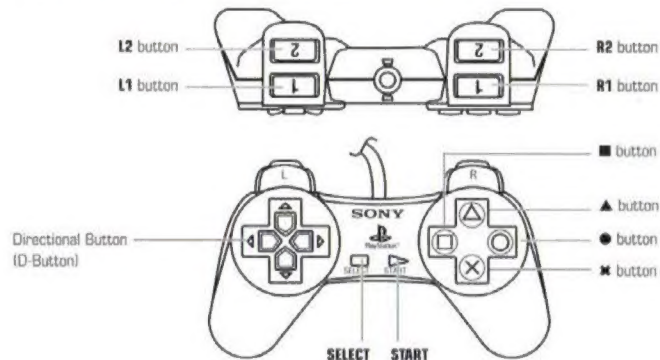


## STARTING THE GAME



1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
  2. Insert the *Battlestations*™ disc and close the Disc Cover.
  3. Insert game controllers and turn on the PlayStation game console.
  4. After the opening video sequence, the Main menu appears. D-Button ↓ to select a 1 or 2 PLAYER game, and press ✕.
- ⦿ At each screen, press ✕ to continue. (See *Quick Start* on p. 5 to begin Arcade play immediately.)
- ⦿ To bypass the demo, press ✕.

## CONTROL SUMMARY



✓ **NOTE:** *Battlestations* does not support turbo functions.

Every mission begins at the Strategic Map. Use this map of the war zone to view enemy activity and deploy and mobilize your fleet. When two opposing ships are in close vicinity, one can initiate Tactical Combat against the other. (See *Strategic Map* on p. 6.)

When Tactical Combat is initiated, an overhead view of two 3-D ships replaces the Strategic Map. The goal of Tactical Combat is to sink your enemy's ship before your enemy sinks yours. (See *Tactical Combat* on p. 10.)

✓ **NOTE:** In Arcade mode you engage immediately in Tactical Combat; the Strategic map is not available.

✓ **NOTE:** For detailed information regarding the specific weapons and features of each ship, see *The Scuttlebutt* on p. 20.

## STRATEGIC MAP

Ship Select overlay	SELECT
Deploy ship/Initiate Tactical Combat	✕
Cycle through ships	●
Navigate ship	D-Button
Begin auto pilot	▲ + D-Button
Create/Disband task force	■
Identify your ship	R2
Initiate strategic feature (if available)	R1

## TACTICAL COMBAT

Navigate ship	D-Button
Over-ride auto target and target manually	● + D-Button
Fire main guns	✕
Fire premium weapon	▲
Initiate secondary weapon	■
Initiate special feature (if available)	L1
Initiate defensive measure (if available)	R1
Signal Rescue Helicopter (restore strength)	R2

## MENU SCREENS

Every menu is operated using the same basic controls. Learn them here and use 'em everywhere.

Highlight categories	D-Button ↑
Scroll options	D-Button ↔
Select and continue	✕
Return to previous screen	▲

# THIS IS BATTLESTATIONS

Whether you crave head-to-head fighting combined with strategic missions or pure head-to-head fighting, *Battlestations* supplies instant gratification. Select from three game modes:

**ARCADE** Compete in multiple ship-to-ship battles against a friend or the computer. Earn Commission points when you sink your opponent's ship, and advance through 10 naval ranks to become Fleet Admiral. (Go to *Quick Start* below for a straight path to fighting.)

**CAMPAIGN** Challenge a computer-animated Commander to one of 10 strategic missions, from recovering a lost research party to liberating your homeland from enemy occupation. Deploy and mobilize an assigned fleet and lead your ships into one-on-one combat to secure your goal. (See *Campaign* on p. 14.)

**WAR GAMES** Compete against a friend in War, Capture the Harbor, and Capture the Flag. Create diverse War Games by combining the fleet of your choice with any of the 26 coastal locales. (See *War Games* on p. 16.)

## QUICK START

These instructions take you directly to ship-to-ship fighting (i.e., Tactical Combat). To lead a mission, see *Campaign* on p. 14 or *War Games* on p. 16.

### To begin Tactical Combat:

1. At the Main menu, D-Button ↑ to highlight 1 PLAYER or 2 PLAYER, and press ✕. A game mode screen appears.
2. Press ✕ to select ARCADE. The ship select screen appears. (For more information on Arcade mode, see *Arcade* on p. 13.)
3. D-Button to select a ship from the eight available, and press ✕. Tactical Combat begins. (To learn the art of Tactical Combat, see *Tactical Combat* on p. 10.)

## STRATEGIC MAP

A number of friendly ships are pre-deployed and docked in your harbor. Identify and mobilize these immediately.

You must move the ship icon from the starting point before deploying another.



Ship Select overlay

Press ● to cycle between ship icons.

Party time

Task Force

Home harbors

A global view of the hot zone, the Strategic Map is the starting point for each mission. Select and deploy your ships from the Ship Select overlay to achieve your objective.

## SHIP SELECT OVERLAY

When you highlight the ship abbreviation, the ship information appears.



This number decreases as you deploy ships from your Harbor.

### To deploy a ship:

1. Press **SELECT** to call up the Ship Select overlay.
  2. Highlight your selection, and press **✕**. The overlay disappears, and a generic ship icon appears. Your icons are green; enemy icons are orange.
- ★ After you deploy a ship, it has two seconds of safety before an enemy ship can attack.

## CONTROLLING A SHIP ICON

In order to secure your position on the Strategic Map, keep in mind the objective of your selected mission, then deploy your fleet accordingly. You can place single ships on Auto-pilot, send them on their way, and form Task Forces to strong-arm the enemy.

### To pilot a ship:

1. Press ● to cycle through ships. A target box surrounds the selected ship.
  2. D-Button in the direction you want the ship to head.
- ☞ To identify the ship you control, press **R2**. An abbreviation of the ship's class appears. (To view a list of ships and their abbreviations, see *The Scuttlebutt* on p. 20.)

## TASK FORCE

A group of up to four ships that travel together—perfect for an aggressive attack.

### To create a Task Force:

1. Draw near a friendly ship and press **■**. The friendly ship joins the lead ship.
  2. To add a third or fourth ship, select a ship, draw near the task force, then press **■**.
- ☞ To exit a Task Force, press **■**. The ships disband.

✓ **NOTE:** Tactical Combat is always one-on-one. If you attack a Task Force, the first battle is against the ship nearest yours. If you win, the next battles are against the middle ship, then finally the outermost ship.

## AUTO-PILOT

Auto-pilot is essential for mobilizing a great number of ships.

- ☞ To assign Auto-pilot to a single ship or Task Force, press **▲** + D-Button. The ship continues in the assigned direction until it is obstructed.
- ☞ To end Auto-pilot, D-Button when the ship is selected.



## STRATEGIC FEATURES

At the Strategic Map, the Submarine and Mine Layer each have a strategic feature you initiate by pressing **R1**.

- ✱ Submerge the Submarine and send it on a stealth mission to enemy lines. If an enemy ship is in the same vicinity, the enemy's icon turns red.
- ✱ Build up to two undetected mine fields with the Mine Layer. Enemy ships suffer damage and carry it over into Tactical Combat.

## PARTY TIME

When two opposing ships are in the same vicinity, their icons become red. At this point, either ship can initiate Tactical Combat.

✓ **NOTE:** When Tactical Combat is initiated, all ship icons freeze. They resume course when you return to the Strategic Map.

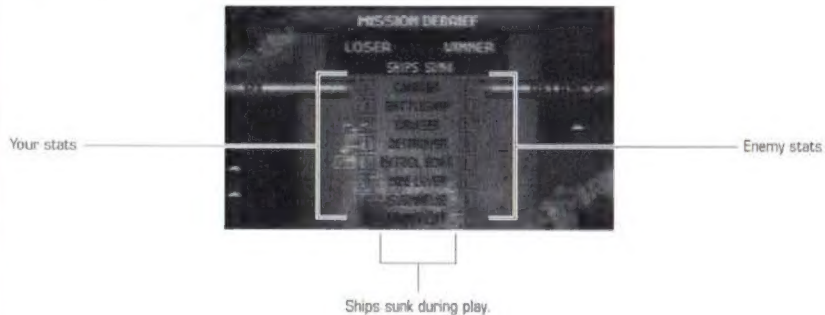
☞ To initiate Tactical Combat, press ✱. (See *Tactical Combat* on p. 10.)

## LAND-BASED STRUCTURES

Three land-based structures appear in Campaign mode only:

- MISSILE SILO** Launches missiles at passing ships. Initiate Tactical Combat with the Silo, using a Troop Transport and your marines.
- SHORE BATTERY** Initiates Tactical Combat with a passing ship. Any ship can engage in combat with a Battery, but not every ship can destroy it.
- POWER PLANT** Provides power to nearby Batteries and Silos. Send in your marines and destroy a Power Plant to disable allied structures.

## MISSION DEBRIEFING



At the end of a mission, all important stats are displayed on screen.

## TACTICAL COMBAT



To abort the fly-around view, press ✕.

Once a player initiates Tactical Combat from the Strategic Map, there is no turning back. This is a ship-to-ship fight to the death.

✓ **NOTE:** In Arcade mode you engage immediately in Tactical Combat; the Strategic Map is not available.

✓ **NOTE:** Before heading into battle, study your ship of choice and learn what distinguishes it from others. You may discover special weapons to use against specific ships. (See *The Scuttlebutt* on p. 20.)

## AT THE HELM

Stay clear of the enemy's cross-hair by utilizing ship mobility, features, and the defensive measure.

- ✧ To steer, D-Button relative to the bow of your ship. (e.g., D-Button ↑ moves the ship forward.)
- ✧ To initiate your defensive measure, press **R1**. On most ships this activates the sonar ping or anti-aircraft weapons.
- ✧ To initiate your special feature, press **L1**. (Few ships have a special feature. To learn special features, see *The Scuttlebutt* on p. 20.)

## IN THE TURRET

While working hard to avoid enemy fire, you need to work twice as hard to get your own shots off. Success in Tactical Combat depends on keen marksmanship.

✓ **NOTE:** A shot travels to the position of the cross-hair at the end of the shot's path.

- ✧ To override Auto target and target manually, press ● + D-Button. The cross-hair moves relative to your bow and turns red when locked-on. (e.g., ● + D-Button → moves the cross-hair starboard of the ship.)

✓ **NOTE:** You have 15% more range when targeting manually.

- ✧ To fire Main guns, press ✕.
- ✧ To launch a premium weapon, such as a missile or torpedo, press ▲. The cross-hair returns to your ship after the shot is complete.
- ✧ To fire the secondary weapon, press ■. This activates a depth charge on many ships.

## FROM THE HOME HARBOR

When attacked by a Troop Transport in Capture the Harbor, the home harbor strikes back. Sink the Transport before it unloads its marines on your shore—if just one marine slips by, the harbor is destroyed.

- ☞ To fire Main guns at the Troop Transport, press **✕**.
- ☞ To fire Machine guns at advancing marines, press **▲**.

## STRENGTH METER

During Tactical Combat, two meters appear at the top of the screen, displaying hull strength. Your ship's meter is green; the opponent's meter is orange. As a ship takes hits, the meter decreases. Call in the Rescue Helicopter to restore strength. A ship sinks when hull strength is depleted.

## RESCUE HELICOPTER

After receiving the signal, the helicopter arrives to rescue a member of your crew from the water. If the crew member is retrieved, one unit of strength is restored.

- ☞ To signal the Rescue Helicopter, press **R2**.

## ARCADE

D-Button to select a ship to take into battle.

Rank

Total points

Commission points gained if you sink the enemy.

Highlighted Ship



Press **✕** to begin Tactical Combat with the ships highlighted.

Begin as an Ensign at 0 points, and move up in seniority with points earned. Become Fleet Admiral at 300 points.

Select ARCADE from 1 Player or 2 Player to compete in multiple one-on-one battles. Race through ten official ranks: from Ensign to Fleet Admiral, earn your stripes in the form of Commission points.

✓ **NOTE:** To get the lowdown on one-on-one fighting, see *Tactical Combat* on p. 10.

### To exit an Arcade game:

1. Press **▲** at the Arcade screen. A confirmation appears: ARE YOU SURE YOU WANT TO QUIT?
2. Highlight Yes and press **✕**. You return to the first menu screen.

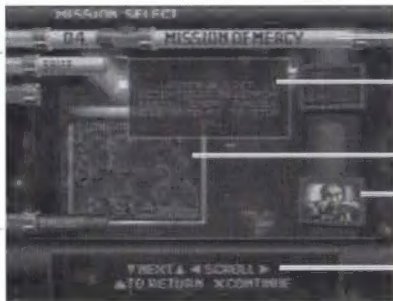


## COMMISSION POINTS

Survive a battle and earn a specified number of Commission points. The more difficult a ship is to sink, the more points you receive. For example, while an Aircraft Carrier (AC) has a complete stock of weaponry and can sustain plenty of damage, a Troop Transport (TT) has minimal firepower and can take little damage. Therefore, if the AC sinks the TT, the captain of the AC receives 3 points; if the TT sinks the AC, the captain of the TT receives 27 points. As you scroll through ships on the Arcade screen, specified Commission points appear beneath Pts TO GAIN.

## CAMPAIGN

D-Button → to  
scroll Briefings and  
Commanders



Campaign Title

Briefing

Campaign Map

Enemy Commander

Help Text appears in  
green text at the bot-  
tom of a menu screen.  
Arrows indicate  
D-Button directions.

Select CAMPAIGN, and embark on a mission of your choice. From locating and eliminating enemy supply convoys to protecting the whale migration from illegal poachers, the difficulty of a mission depends on the Commander you challenge.

### To begin a Campaign:

1. Select CAMPAIGN from the 1 Player menu, and the Mission Select screen appears.
2. Scroll through Briefings and Commanders, and press ✕ to select your mission—the pairing of Commander and Briefing gives you up to 50 possible missions. The Fleet screen appears, displaying your assigned fleet.
3. Press ✕ to advance to the Strategic Map.

**MISSION BRIEFING** View the ten campaigns broken down into briefings and maps. From here, learn specific goals.

**COMMANDER** View dossiers on all five opposing Commanders. Some Commanders are tougher opponents than others.



### ADMIRAL TURNER DELANEY

The easiest of your opponents, Delaney's best days may be behind him. However, do not underestimate this high-seas veteran.



### VICE ADMIRAL BALLAST

What Ballast lacks in expertise, he makes up for in patience. He discovers your weaknesses and sets his trap.



### REAR ADMIRAL EVELYN KENNEDY

Kennedy is average in this crowd only. She is your most ruthless adversary.



### CAPTAIN KARL SCHRECK

Second only to Vasiliev in skill, Schreck is utterly cunning—never turn your back.



### ADMIRAL LEONID VASILIEV

Your toughest opponent, Vasiliev's precision under fire is unequalled.

## WAR GAMES

Scroll through 26 War Game locales.

Compete against a friend in WAR, CAPTURE THE HARBOR, or CAPTURE THE FLAG.



Mission Title

Press **X** to accept your selections and go to the Fleet Select screen.

Compete against a human opponent in multiple missions, using various combinations of objectives, maps, and fleets.

### To begin a War Game:

1. Select WAR GAMES from the 2 Player menu, and the Mission Select screen appears.
2. Scroll through Maps and Objectives and select your mission. The Fleet Select screen appears. (To select a fleet, see *Fleet Select* on p. 18.)
3. Each player must press **X** to accept fleet selection and advance to the Strategic Map.

MAP

Cycle through 26 topographical maps. Select the locale of your upcoming War Game.

OBJECTIVE

Select a War Game from the three available.

**War:** Destroy your opponent's fleet.

- ★ **Offensive Strategy:** Be aggressive in your attack; your best battle is the one on your terms.
- ★ **Defensive Strategy:** Create balanced task forces with various specialty ships (e.g., AC, ML, PT). If one ship can't sink the enemy, your next one probably can.

**CAPTURE THE FLAG:** Sink your opponent's flagship to steal the flag, then return it to your home harbor.

✓ **NOTE:** Sink the ship that stole your flag before it reaches the home harbor, and reclaim possession.

- ★ **Offensive Strategy:** Capture the flag with a fast ship (i.e., PT, CR, SN, or DD), so you can shuttle it quickly to your home harbor.
- ★ **Defensive Strategy:** Your flagship is the first ship you deploy. Select a fast ship to carry your flag and surround it with powerful ships (i.e., BB, AC, CR, and DD).

**CAPTURE THE HARBOR:** Transport troops to the enemy harbor and unleash your marines.

★ Offensive Strategy: Get your Troop Transport safely to the enemy harbor, and unload marines immediately.

★ Defensive Strategy: Sink the enemy's Troop Transports at any cost.

## FLEET SELECT

D-Button ← to scroll through fleets

The total number of each class of ship



Fleet Title

Press [D-Button] to view in-game ship data

Press [X] to advance to the Strategic Map with your fleet selection

Lead the fleet of your choice in a 2 Player War Game. Build a Custom fleet or select from the three fleet types provided:

✓ **NOTE:** Default selections appear in **bold** in this manual.

### BALANCED

Two of every ship in your inventory.

### FLEETS OF THE WORLD

These fleets represent naval units from around the globe.

**CUSTOM FLEET** Build a Custom Fleet, using up to 16 ships of your choice.

### To build a Custom Fleet:

1. Highlight an available ship, then D-Button → to add that ship to your fleet. You can add up to 9 of one class.
2. Press [D-Button] ← to remove a ship.
3. Press [X] to accept your customized fleet. After both players have selected fleets, the Strategic Map appears

✓ **NOTE:** You must have at least one Troop Transport to capture an enemy harbor.

**SPECIAL PURPOSE** *Battlestations* formed the following fleets to perform specific tasks:

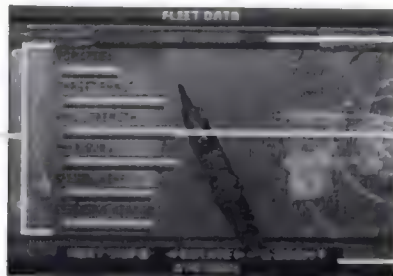
PACIFIC:	Best overall fleet composition; good for general purpose battles.
JUTLAND:	Numerous Battleships and Cruisers; best in heavy-weight battles.
WOLFPACK:	Loaded with Submarines; excellent for stealth fights.
CAPITAL:	Multiple Battleships; great for big-gun fun
FAST:	Packed with Destroyers, great in quick and furious battles.
McHALE:	Mostly Patrol Boats; perfect for numerous fly-weight battles.
MIDWAY:	A fair amount of Aircraft Carriers and escorts; good when faced with a battle for air superiority.
CONVOY:	Multiple Troop Transports; best for land based attacks



## THE SCUTTLEBUTT

Derived from the daily gossip session around the ship's scuttlebutt (drinking fountain), the term "scuttlebutt" came to mean "inside information" to a ship's crew. Following is the scuttlebutt on every ship in your fleet, compliments of the *Battlestations* team.

### FLEET DATA



Ship Class

Ship Stats

Features, abilities, and stats are displayed in bars—the longer the bar the better the rating

Help Text

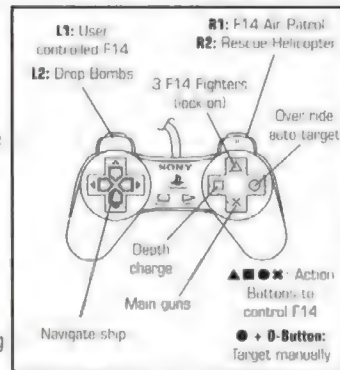
Press **■** from the Fleet Select screen to access this in-game Scuttlebutt.

- ☞ To get a good look at any ship, D-Button ↑ to zoom in for a close-up, then D-Button → to rotate it 360 degrees.
- ☞ To view the next ship, press **■**.
- ☞ To return to the Fleet Select screen, press **✕**.

## AIRCRAFT CARRIER / AC

Though slow and tough to control, the AC delivers payoffs for the more advanced player.

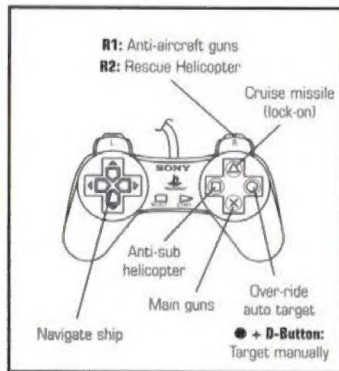
- ☞ To launch up to 3 user controlled F14 attacks, press **L1**. Use the Action Buttons to control the F14, then press **L2** to drop the bombs. To recall the aircraft, press **L1** a second time.
- ★ The most versatile weapon against any ship is the AC's F14 Bomber.
- ★ You are unable to fire until your planes return from an attack.
- ★ Launch F14 Air Patrol and shoot down incoming missiles.



## BATTLESHIP / BB

Size makes the BB an easy target, but this is a minor handicap for the toughest ship in your fleet.

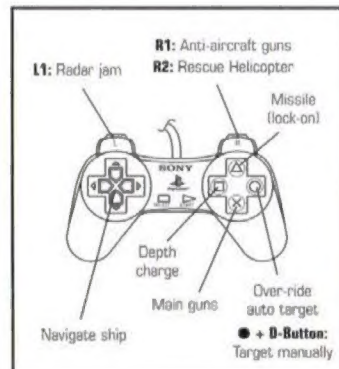
- ☐ To fire all three Main guns, press **✕** three times.
- ★ From broadside, you can fire all three Main guns; from the bow, you fire two Main guns; from the stern, you fire one Main gun only.
- ★ High-powered Main guns have the longest range when fired broadside.
- ★ Fire Anti-aircraft guns to shoot down your opponent's F14s.



## CRUISER / CR

A good match against any ship, the CR has everything a Commander could ask for in terms of speed and arms.

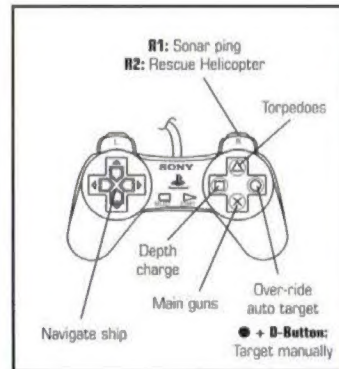
- ☐ To launch three missiles simultaneously, press **▲** three times.
- ★ Utilize Radar Jam and free your ship from opponent's lock-on.
- ★ Fire Anti-aircraft guns to shoot down your opponent's F14s.



## DESTROYER / DD

Tough and fairly quick, the DD works well as an escort.

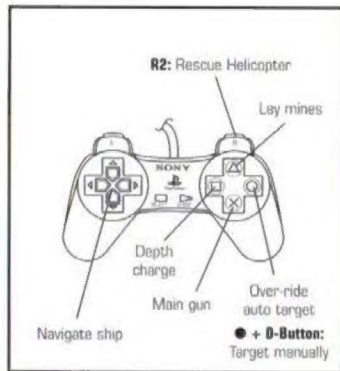
- ★ Utilize sonar ping to identify slippery Subs.
- ★ The sonar ping and depth charge are effective against the Submarine only.



## MINE LAYER / ML

The ML is slow and difficult to control. Your best bet is to build a wall of mines and take cover behind it.

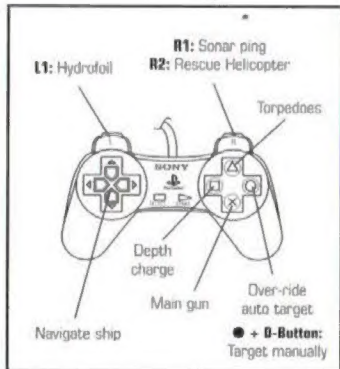
- At the Strategic Map, press **R1** to build up to two undetected mine fields with the Mine Layer. Enemy ships suffer damage and carry it over into Tactical Combat.



## PATROL BOAT / PT

Utilize speed and control to steer clear of incoming fire. The PT was not designed to take hits.

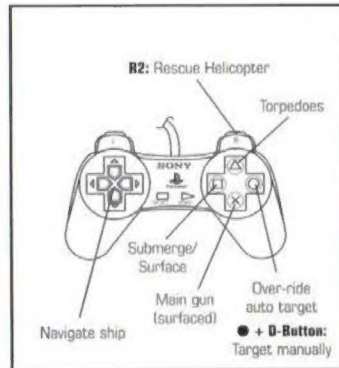
- ★ Sonar ping and depth charge make the PT an excellent contender against the Sub.
- ★ For an 8 second speed boost, press **L1 + D-Button** ↑ to activate hydrofoil.
- ★ Due to its speed and high ship count, the PT is great for scouting enemy territory.



## SUBMARINE / SN

The SN performs well against any ship—stealth mode (submerged) is key.

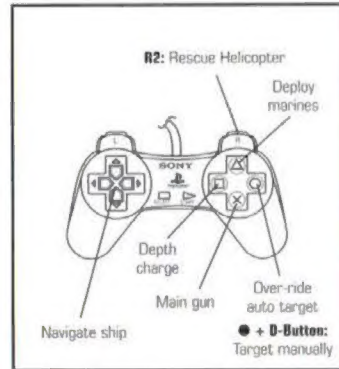
- At the Strategic Map, press **R1** to submerge a SN and send it on a stealth mission towards enemy lines.



## TROOP TRANSPORT / TT

Protect the vulnerable TT by aligning it with powerful Cruisers and Battleships on the Strategic Map.

- ★ If there is a shore-based goal, a Troop Transport is necessary.
- The depth charge is effective against the Submarine only.
- ★ You are limited to 16 marines per Transport. Dispatch them wisely.





## OPTIONS

Adjust the Battllestations setup to suit your style of gameplay:

LANGUAGE	Set onscreen text to <b>ENGLISH</b> , FRENCH, or GERMAN.
SOUND	Adjust the sound effects volume.
STEREO-MONO	Select between <b>STEREO</b> and MONO sound.
MUSIC	Adjust the music volume.
CONTROLLER	Select from three controller configurations.

## PAUSE/EXIT A GAME

You can pause or exit a game anytime during gameplay.

**To pause or exit a game:**

1. Press **START** to pause a game from the Strategic Map or Tactical Combat screen. Game Paused appears across the screen.
- To resume play, press **START** a second time. The action proceeds.
2. Press **SELECT** while a game is paused, and the Quit overlay appears.
3. Highlight Quit and press **X**. A confirmation appears on screen: ARE YOU SURE YOU WANT TO QUIT?
4. Highlight Yes and press **X**. You return to the first menu screen.

## CREDITS

### REALTIME ASSOCIATES

**GAME DESIGN:** Michael Kosaka, Ann Lediaev,  
Doug Kuppinger, Sharon Fernald

**LEAD PROGRAMMERS:** Andy "Kiki" Hsiung,  
Alan "the Prophet" Wise, Dave Connelly

**SENIOR PROGRAMMER:** Joey Headen

**PROGRAMMERS:** Doug "the Kup" Kuppinger,  
Sharon Fernald, Rick "the Candyman" Chipeco

**LEAD ARTIST:** Ellen J. Drucker

**ARTISTS:** Alan "Carlito" Flores, Charles Amsellem,  
Blair Wolf, Greg Hammond

**3D ANIMATOR:** Samati Boonchitsitsak

**ADDITIONAL ARTISTS:** Martine Gaudissart, Ann Petersen,  
Connie Goldman, Michael Kosaka, Doug "the Kup"  
Kuppinger, Rhett Bennett

**LEVEL DESIGNER:** Robert "the Earl of Large" Lark, Jr.

**PRODUCERS:** Dave Brooks, Ann Lediaev

**ASSISTANT PRODUCER:** Kudo Tsunoda

**PRODUCTION ASSISTANTS:** Jacob "the Shiek" Watt,  
Chris Rodrick

**TESTERS:** Scott "Spider" Smith

**MUSIC COMPOSED AND ORCHESTRATED BY:** Greg Turner

**SOUND DESIGNER:** Wendolyn Kurko

**CREW VOICES:** Michael Holzmiller, Garry B. Frank,  
Screamin' Joe Hawkins, Tim "Sparticus" Jones

**SPECIAL THANKS TO:** Dave Warhol, Heather N.  
Thompson, Shippy Ohka, The Entire RTA Crew,  
John Grusd, Samuel Adams, Dave Bean,  
Cynthia Myers, Kirk "the Milkman" Lambert,

Carol "the Butcher" Flores, Lisa Bell, Lars Dolling,  
Phil Nguyen, Ken Johnston (Royal Navy), Ray "Flex"  
Wheeler, Ensign Pasquel (United States Navy),  
Yen Otsubo, Chilaya Vondrak, Gabriela Prado-  
Mendez, Jack and Sam at R.B.H.

### ELECTRONIC ARTS

**EXECUTIVE PRODUCER:** Paul Grace

**PRODUCER:** Michael Kosaka

**ASSISTANT PRODUCER:** Trevor Jalowitz

**TECHNICAL DIRECTOR:** Craig Suko

**3D CINEMATICS:** Waddy Dacay, Arthur Koch

**AUDIO TECHNICAL DIRECTORS:** Rob Hubbard

**SOUND DESIGN:** Marc Farly, Ken Felton

**MEDIA SPECIALIST:** Eric Kornblum

**VOICE TALENT:** Jim Cranna, Marsha Graham,  
Jarion Monroe

**PRODUCT MARKETING:** Albert Penello

**GAME DOCUMENTATION:** Andrea Engstrom

**DOCUMENTATION LAYOUT:** Corinne Mah

**PACKAGE DESIGN:** Dave Parmley, 13th Floor

**PACKAGE ART DIRECTION:** Jennie Maruyama

**PACKAGE PHOTOGRAPH:** courtesy The Boeing Company

**TESTING MANAGERS:** Kurt Hsu, David Costa

**LEAD TESTER:** Sean "LHOOQ" Baity

**TEST TEAM:** Robert Luster, Nathan Franklin, Rosalie  
Vivanco

**QA SUPERVISOR:** Michael Edison

**QUALITY ASSURANCE:** Matthew Taylor, Nate Wright,  
Bruce Brand

## ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

**LIMITATIONS**—This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts software product. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

### NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts, P. O. Box 7578, San Mateo, California 94403-7578, Attn: Customer Support.

**RETURNS WITHIN 90 DAY WARRANTY PERIOD**—To replace defective media within the 90-day warranty period, send the defective media, a copy of the original sales receipt, a return address, and a small note describing the difficulties you are experiencing to Electronic Arts' address below. If the software media was damaged through misuse or accident, you will need to follow the returns after warranty policy detailed below.

**RETURNS AFTER WARRANTY**—To replace defective media after the ninety (90) day warranty period has expired, send the original CD to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$15.00.

Electronic Arts Customer Warranty, P.O. Box 7578, San Mateo, CA 94403-7578, 415-572-2787

If you have warranty questions, you can also contact Customer Warranty via e-mail at [cswarranty@ea.com](mailto:cswarranty@ea.com). If you need technical assistance with this product, call us at (415) 572-2787 Monday through Friday between 8:30 AM and 4:30 PM, Pacific Standard Time.

**EA Tech Support Fax:** (415) 286-5080

## HOW TO REACH US ONLINE

**CompuServe:** Game Publishers A Forum (GO GAMAPUB)

Or send e-mail to 76004,237

**America OnLine:** Send e-mail to ELECARTS

**Internet E-mail:** [support1@ea.com](mailto:support1@ea.com)

Or send e-mail to [elecarts@aol.com](mailto:elecarts@aol.com) or [76004.237@compuserve.com](mailto:76004.237@compuserve.com)

**World Wide Web:** Access our Web Site at <http://www.ea.com>

**FTP:** Access our FTP Site at <ftp://ftp.ea.com>

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.  
P.O. Box 432  
Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.  
P.O. Box 835  
Slough SL3 8XU, UK  
Phone (753) 546465.

In **Australia:** For Technical Support and Game Hints and Tips, phone the EA HOTLINE:

1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM—8 PM.

If you are under 18 years of age parental consent required.

Documentation ©1997 Electronic Arts. All rights reserved.

Software ©1997 RealTime Associates, Inc. All rights reserved.

*Battlestations*, Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved.